IMAGIC

FATHOM™

GAME INSTRUCTIONS

Titans have imprisoned Neptina, the daughter of Neptune! They have shattered his magical trident, scattered its pieces in the air and under the sea. Without his trident, Neptune is powerless.

Proteus, faithful member of Neptune's court, longs to free the lovely mermaid. He journeys to find the missing pieces of the trident, roaming land and sea, changing from a dolphin to a seagull and back again in order to deceive Neptina's captors.

But deadly trials await Proteus. Octopuses! Tangled beds of kelp! Screaming flocks of black birds! Erupting volcanoes!

Valiantly, Proteus fights on . . .

GETTING STARTED

- Insert cartridge into ColecoVision system.
- Turn on switch, then the television.
- Following the ColecoVision title screen, the Fathom screen appears with the current level set at 1.
- Select beginning level by hitting joystick. Maximum starting level 5.
- After selecting level, push any button to begin game.
- When all your energy is gone, the game is over. You can reset by pressing the fire button after 2 second delay.

STATUS ROW

Located at the base of the screen. From left to right it indicates:

TRANSFORMATION: A bird or fish appears when transformation is possible. To do this you must touch a number of seahorses/clouds equal to your level. Transformation can only occur on the starting screen.

SCORE: See SCORING.

TRIDENT: Pieces of the trident appear in the center of the status row as you successfully collect them.

ENERGY: Monitor your energy! If it drops to zero, you disappear and lose the game. Energy, decreases on a time basis and when you collide with attackers and seaweed. Remember! You do not lose energy on transformation screen.

COMPASS: Find the compass and it appears on the right side of the status row. Its direction indicates where to find the next piece of the trident. An X indicates that trident can be found on current screen. Guard your compass! Beginning on Level 3 a collision with an attacker takes it away and you must return to the compass screen.

THIS GAME IS 100% COMPATIBLE WITH THE ATARI JOYSTICK

PRIMARY OBJECTIVES

- Find the compass. This is done by touching all seahorses/clouds on a given screen. The compass remains on same screen for each given level.
- Finding the compass leads to the trident screens. If given it indicates that the current screen is the trident screen, touch all seahorses/clouds to make a star appear. Touch the star and a piece of the trident appears on the status row.
- Collect the entire trident and you have the magical powers to free Neptina from the bow of the sunken ship. Touch her and you complete the level. Then push the button on the joystick to begin the next level.

RAMMING

The shark and the octopus are two deadly attackers. Yet, the dolphin can stun these adversaries by using his ramming speed. To ram (not available on Level 1), push button while directing dolphin with joystick. If the dolphin's speed is great enough, he stuns the shark or octopus for the remainder of the level. Warning! Use this power wisely! Ramming drains your energy.

SCORING

COMPASS	50
STAR (PIECE OF TRIDENT)	100
RAMMING	100 & ½ OF CURRENT ENERGY
FREEING NEPTINA	1000 & REMAINING ENERGY

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VIDEO GAME CARTRIDGE
90 DAY LIMITED WARRANTY

Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following locations:

IMAGIC
Consumer Affairs
981 University Avenue
Los Gatos, CA 95030

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